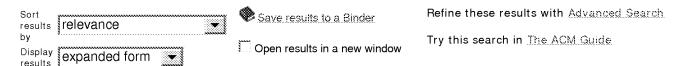


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Communications of the ACM: Volume 51 Issue 7

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Exploiting perception in high-fidelity virtual environments

Additional presentations from the 24th course are available on the citation

Mashhuda Glencross, Alan G. Chalmers, Ming C. Lin, Miguel A. Otaduy, Diego Gutierrez July 2006 SIGGRAPH '06: ACM SIGGRAPH 2006 Courses

Publisher: ACM

Additional Information: full citation, appendices and supplements, Full text available: Mov (68:6 MIN), Pdf (5.07 MB) abstract, references, cited by, index terms

Bibliometrics: Downloads (6 Weeks): 160, Downloads (12 Months): 1689, Citation Count: 1

The objective of this course is to provide an introduction to the issues that must be considered when building high-fidelity 3D engaging shared virtual environments. The principles of human perception guide important development of algorithms and techniques ...

Keywords: collaborative environments, haptics, high-fidelity rendering, humancomputer interaction, multi-user, networked applications, perception, virtual reality

A relational debugging engine for the graphics pipeline

Nathaniel Duca, Krzysztof Niski, Jonathan Bilodeau, Matthew Bolitho, Yuan Chen, Jonathan Cohen

July 2005 SIGGRAPH '05: ACM SIGGRAPH 2005 Papers

Publisher: ACM

Additional Information: full citation, abstract, references, cited by, Full text available: Mov (24:11 MIN), Pdf (582.04 KB)

Bibliometrics: Downloads (6 Weeks): 8, Downloads (12 Months): 137, Citation Count: 4

We present a new, unified approach to debugging graphics software. We propose a representation of all graphics state over the course of program execution as a relational database, and produce a query-based framework for extracting, manipulating, and ...

Keywords: SIMD, SQL, debugging, graphics hardware, graphics pipeline, relational algebra, streaming, visualization

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A relational debugging engine for the graphics pipeline

Nathaniel Duca, Krzysztof Niski, Jonathan Bilodeau, Matthew Bolitho, Yuan Chen, Jonathan Cohen

July 2005 ACM Transactions on Graphics (TOG), Volume 24 Issue 3 Publisher: ACM

Full text available: May (24:11 MIN), Pdf (582.04 KB) Additional Information: full citation, abstract, references, cited by, index terms

Bibliometrics: Downloads (6 Weeks): 8, Downloads (12 Months): 137, Citation Count: 4

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